

# Bibliography and Resources

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## Scales of Service for Gaming in Libraries

### Free! (Except for Staff Time)

- Learn about readers’ advisory based on gaming (Beth Gallaway, consultant)
- Host *Runescape* tournaments or *Runescape* nights (Chris Rippel, Central Kansas Library System)
- Allow open play of free Internet games on library computers
- Plan and facilitate open game play or tournaments using patrons’ equipment with board games available (Dan Braun, Worth Public Library)
- Create an online trivia game that builds and tests library information knowledge (Mindy Null, Downers Grove South High School Library)
- Volunteer to help with the *Second Life* Public Library (Lori Bell, Alliance Library System)

### Middle-of-the-Road Expensive

- Start a collection of video games to circulate (John Scalzo, Video Game Librarian Series on Gaming Target Web portal)
- Help teachers integrate commercial software into the curriculum (John Kirriemuir, consultant)
- Purchase one console, dance pads, and a *Dance Dance Revolution* game for open play or tournaments (Eli Neiburger, Ann Arbor District Library)
- Purchase multiple copies of commercial computer-based software games, such as *Battlefield 1942* and *Soul Caliber* (Matt Gullett and Kelly Czarnecki, ImaginOn and both formerly of the Bloomington [IL] Public Library)

### Expensive But Great Return on Investment

- Purchase multiple consoles and multiple copies of games for open play or tournaments (Eli Neiburger, Ann Arbor District Library)
- Create a learning-based digital game (Jennifer McCabe, James Madison University Library)
- Offer “digital-creation computer stations” that gamers can use to create multimedia presentations, such as

their own video games (Matt Gullett, ImaginOn and formerly of the Bloomington [IL] Public Library)

## Library Gaming Innovators/Implementers

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